

Disney · PIXAR



**FANTASTIC  
FIRE-BREATHING  
TAILPIPES**



# GOING HI-TECH

**AN ENGAGING  
12-PAGE STORY**



**A BOLD POSTER  
FOR YOUR WALL**



**8 NEW CARDS  
TO COLLECT**







## YOUR CARD COLLECTION CONTINUES!

With this series of cards, which runs from issues 135 to 138, you can play three games: **Tire Hunt, Match Up, and Oil or Gas.**



## TIRE HUNT

A game for 2 players, with 2 variations.

**Variation 1:** Each player gets from 4 to 8 cards.

**Object:** To guess the positions of all 4 tires on each of your opponent's cards.

**How to play:** Both players pick one of their cards without showing it to their opponent. Take turns naming a pair of coordinates (one letter and one number, for example: A1) as you try to identify the positions of the tires on your opponent's card. Confirm hits and misses and write the results on a sheet of paper. The first

player to guess the positions of all 4 tires wins the card and sets it aside. Continue until all the cards have been played.

**Variation 2:** Each player gets a maximum of 24 cards. Proceed as in Variation 1, but to win your opponent's card you only need to guess the position of 1 tire.

**And the winner is . . .** the first player to capture all of his or her opponent's cards, in either variation of the game.

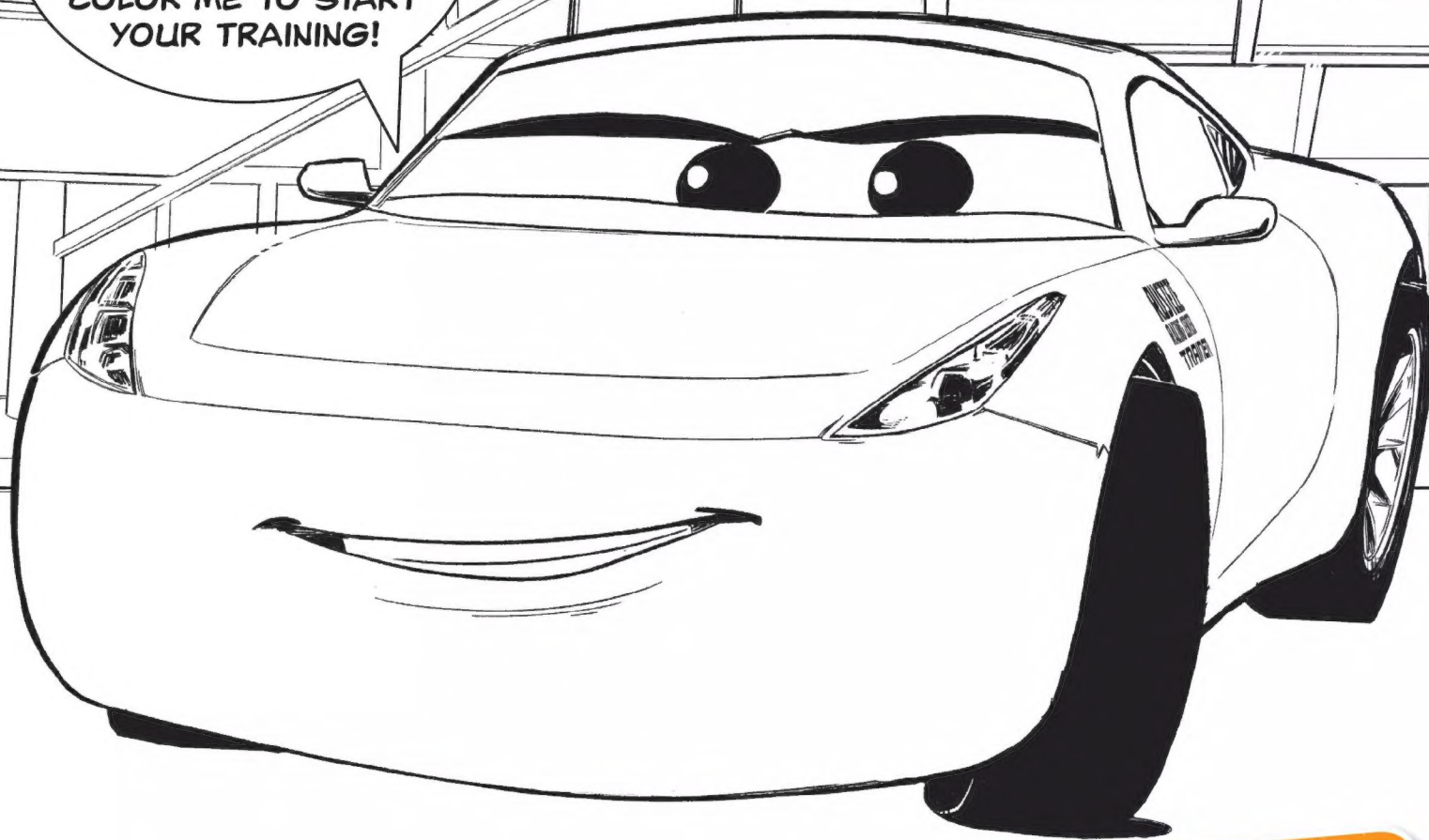
YOU'LL FIND 8 NEW CARDS ON PAGE 35,  
AS WELL AS THE RULES FOR THE MATCH UP GAME.

# HAVE FUN!



# WELCOME TO THE WORLD OF CARS MAGAZINE!

HI! I'M AT  
THE NEW RUST-EZE  
RACING CENTER, WHERE  
I WAS A COACH BEFORE  
BECOMING A RACER.  
COLOR ME TO START  
YOUR TRAINING!



## NEXT GENERATION vs. VETERANS

A BOARD GAME FOR ALL AGES

PAGES 28 29

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# JACKSON STORM



## JACKSON STORM - RACER

**COUNTRY:** U.S.A

**SKILLS:** Jackson Storm is fast and sleek, with a maximum performance 850-hp V-8 engine. He can go from zero to sixty in 3.6 seconds, and reach a speed of 214 mph.

**FEATURES:** A hydroformed alloy & steel chassis, a carbon fiber and metal composite body.



U.S.A.

#55

## COMING OUT OF NOWHERE

At his debut he held back until the final charge, and went on to beat Lightning McQueen. Jackson Storm shows up at Piston Cup events looking like a champ.



## BUILT TO BE UNBEATABLE

Jackson Storm followed up his debut victory with more wins over the course of the season, and there were other next-generation racers with their eyes on the Piston Cup, too. Hard times for Lightning McQueen.



## RUDE AWAKENING

Winning was so easy for Storm that his excessive self-confidence became his weak point. In the Florida 500 he lost his nerve with an unexpected adversary hounding him: Cruz Ramirez!



## LIQUID ADRENALINE

A next-generation car needs a next-generation sponsor.



Fill in the dotted sections to see who it is.





# ONE STEP AHEAD

1

## LOOKIN' SLEEK!

A next-generation car is Piston Cup material.

Check out the 14 details below. Only 6 belong to Jackson Storm. Can you spot them?



2

## BEHIND THE SCENES

One of the secrets to Jackson Storm's winning performances is training on the simulator.



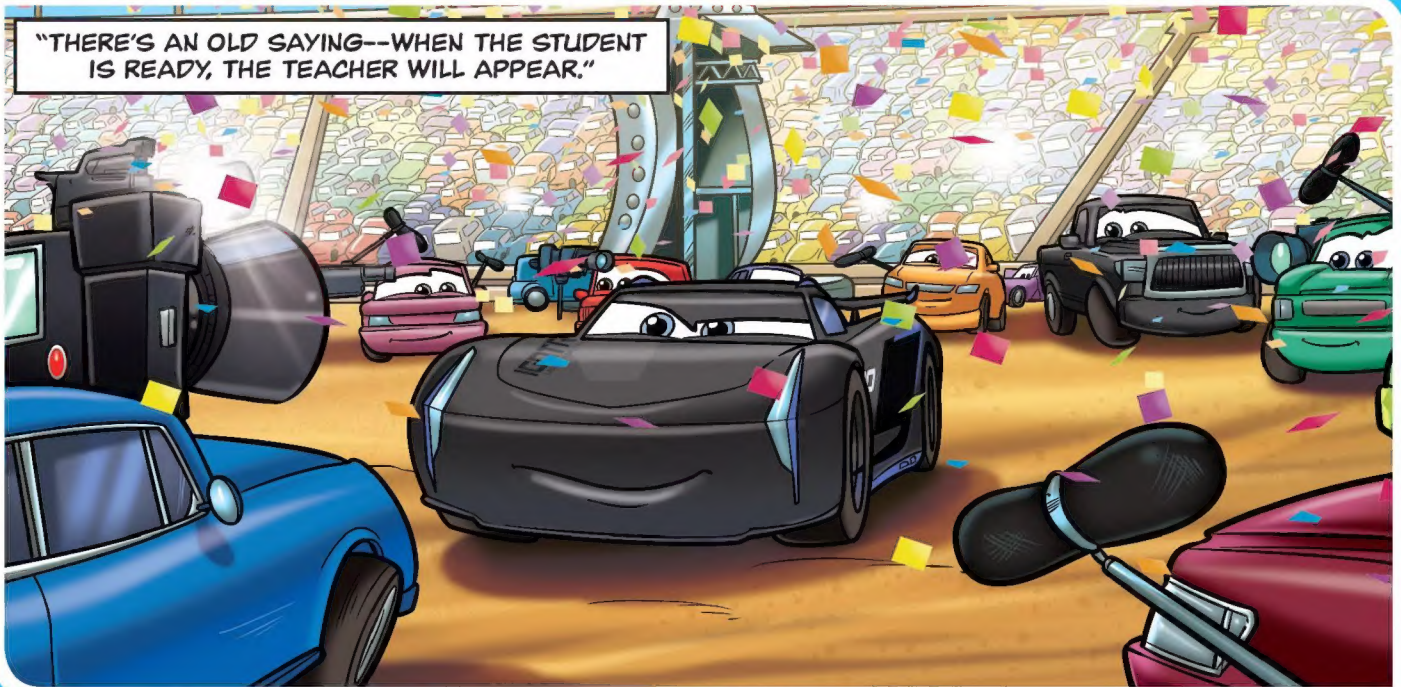
Use a pencil to trace his path: Avoid the other cars, but never change your speed!





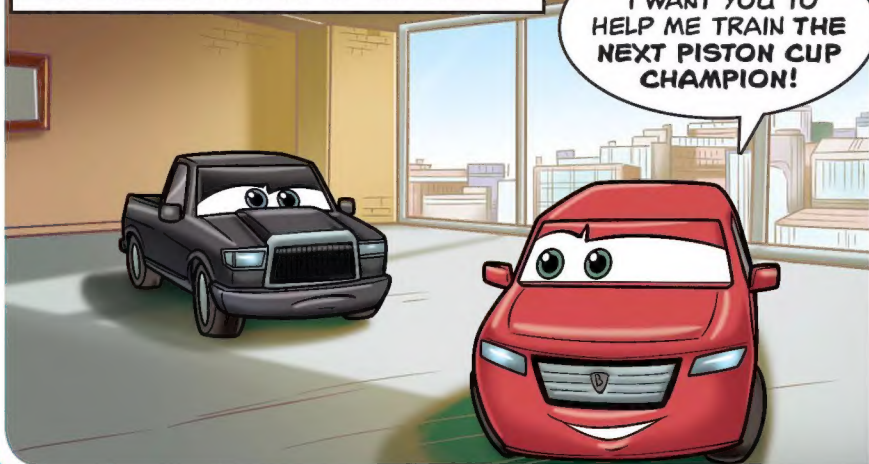
# STORM CHASING PART 1

"THERE'S AN OLD SAYING--WHEN THE STUDENT IS READY, THE TEACHER WILL APPEAR."



"MY NAME IS RAY REVERHAM. MOST FOLKS CALL ME CHIEF. WHEN BUSINESS TYCOON MR. BIGGS FIRST HIRED ME, I WAS LOOKING FOR AN OPPORTUNITY."

CHIEF,  
I WANT YOU TO  
HELP ME TRAIN THE  
NEXT PISTON CUP  
CHAMPION!



"IF THEY HAD TOLD ME I'D HAVE TO TRAIN A VIDEO-GAME-OBSESSED KID, I WOULDN'T HAVE BELIEVED IT."

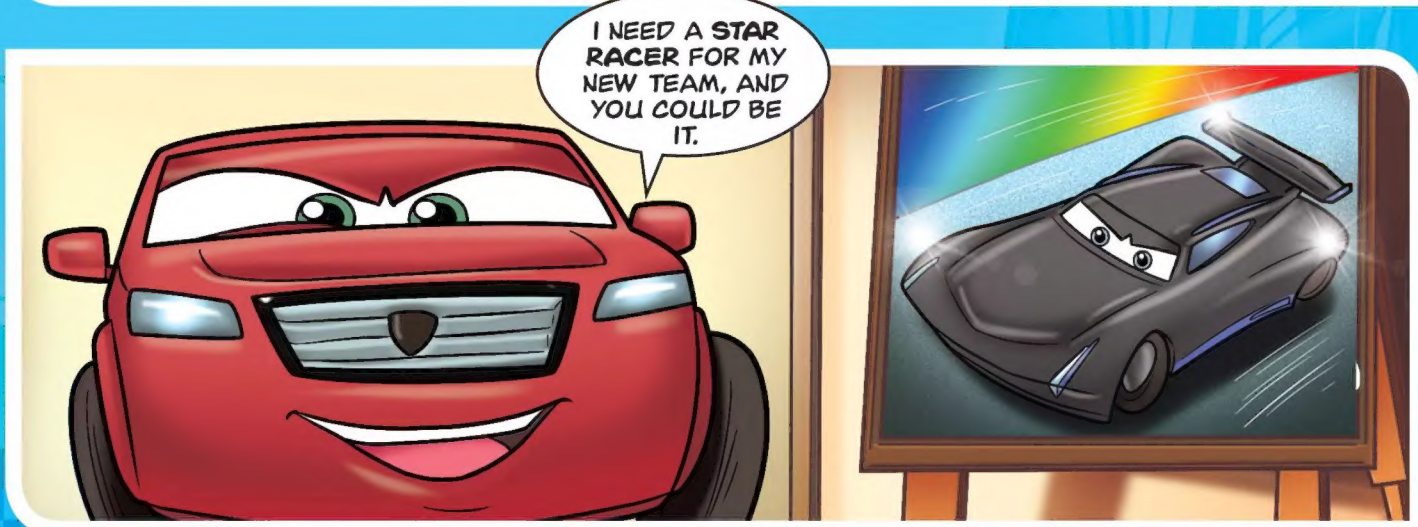
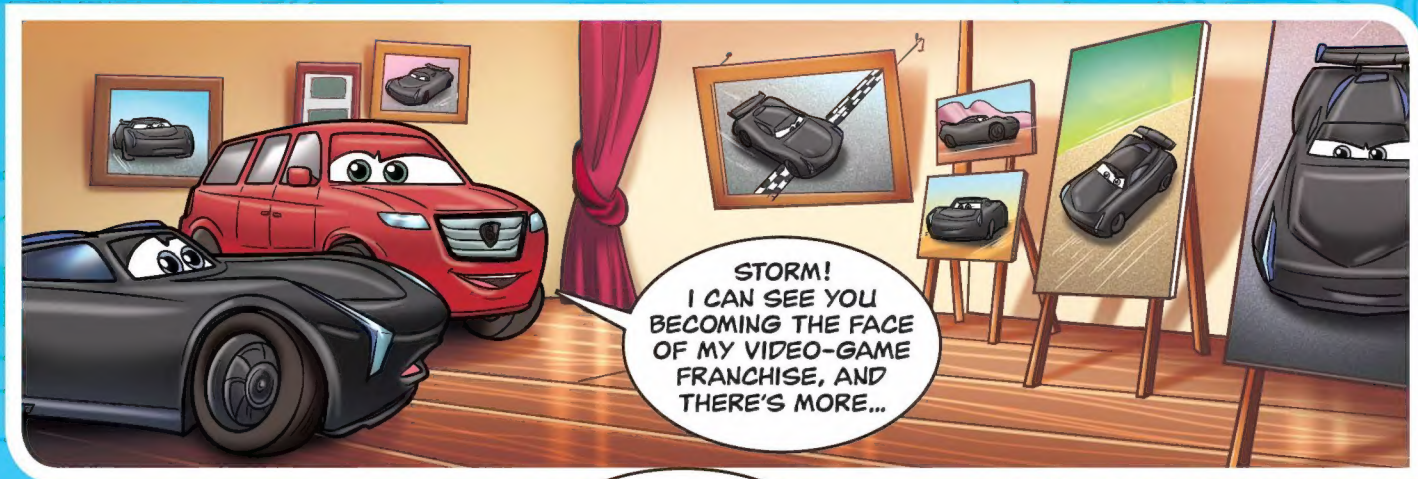
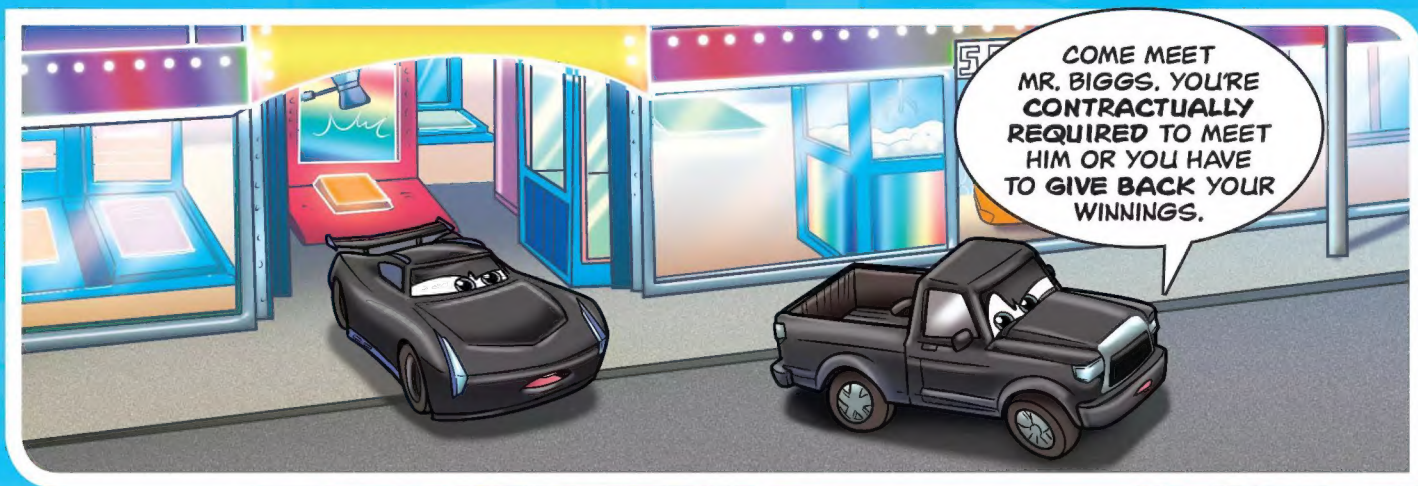
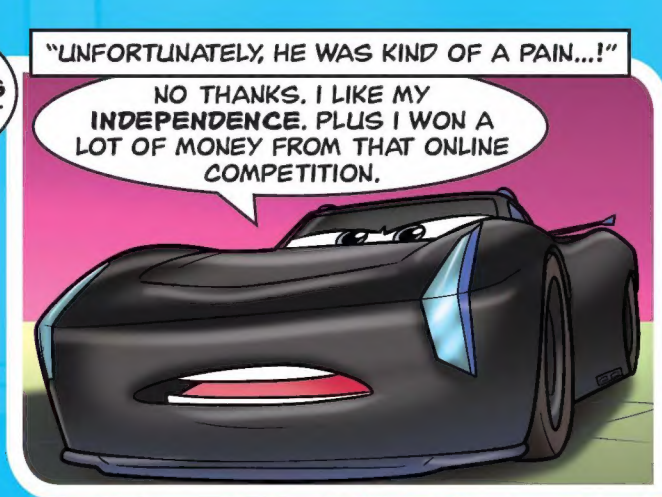
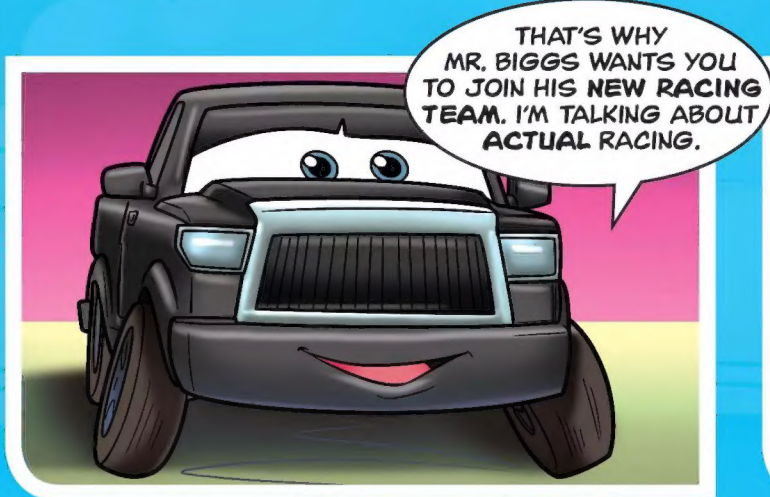


SO YOU'RE  
THE WINNER OF THE ONLINE  
RACING COMPETITION BIGGS  
HOSTED TO FIND NEW  
DRIVING TALENT!

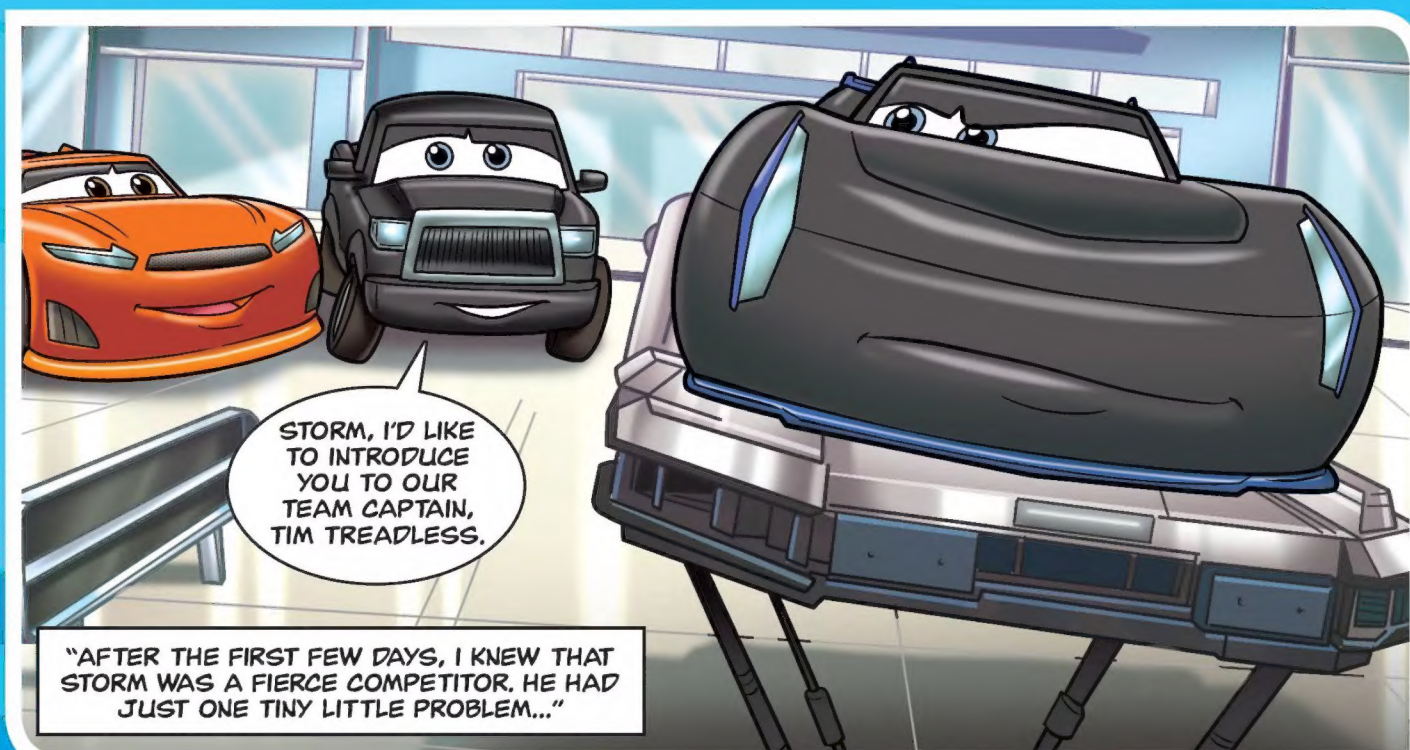
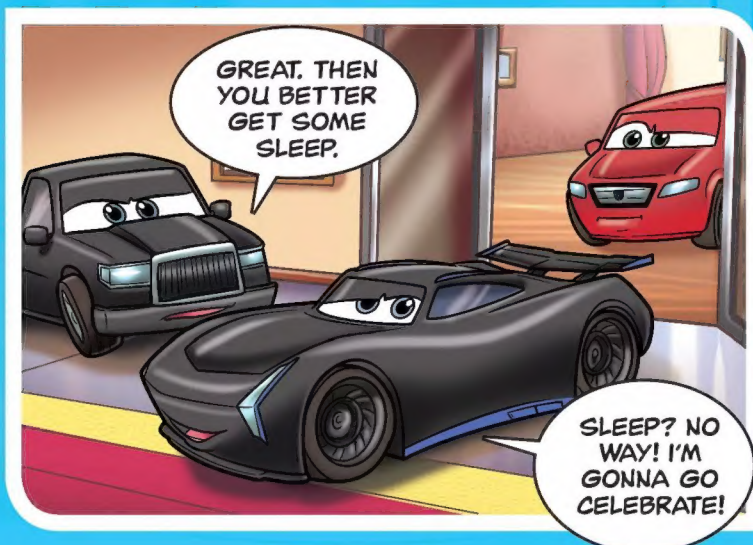
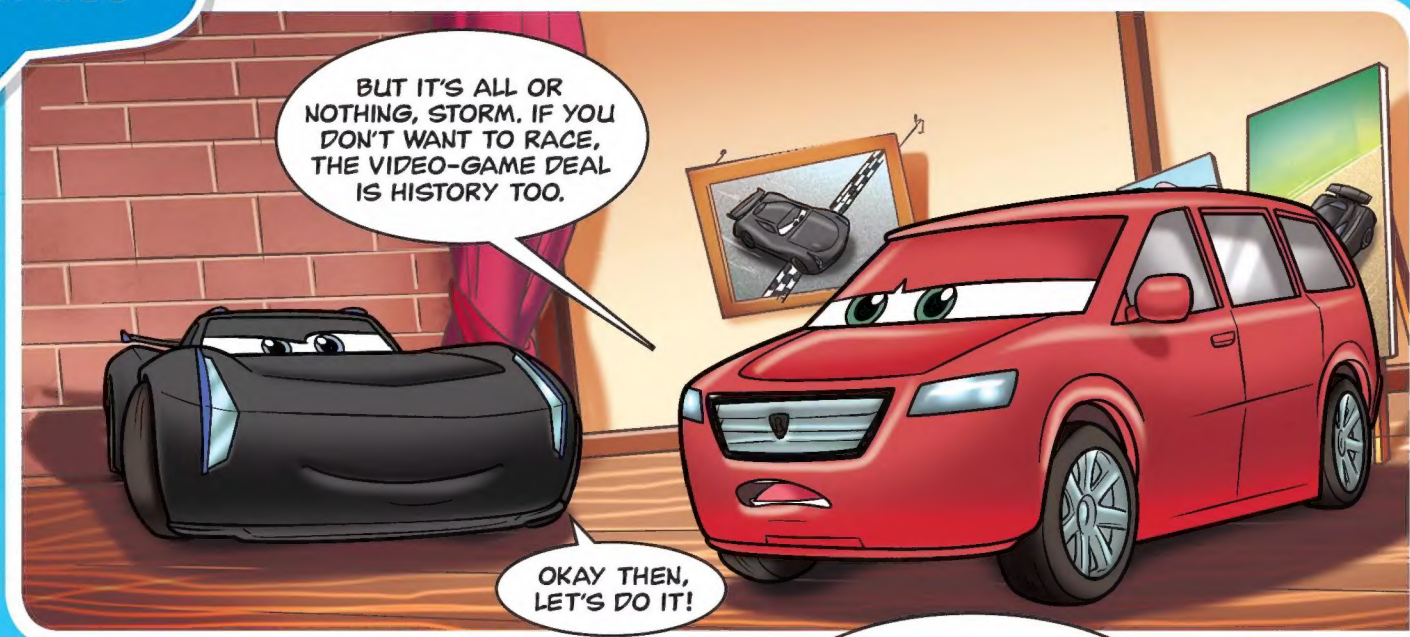
YEAH. I'VE WON  
LOTS OF RACING  
COMPETITIONS.



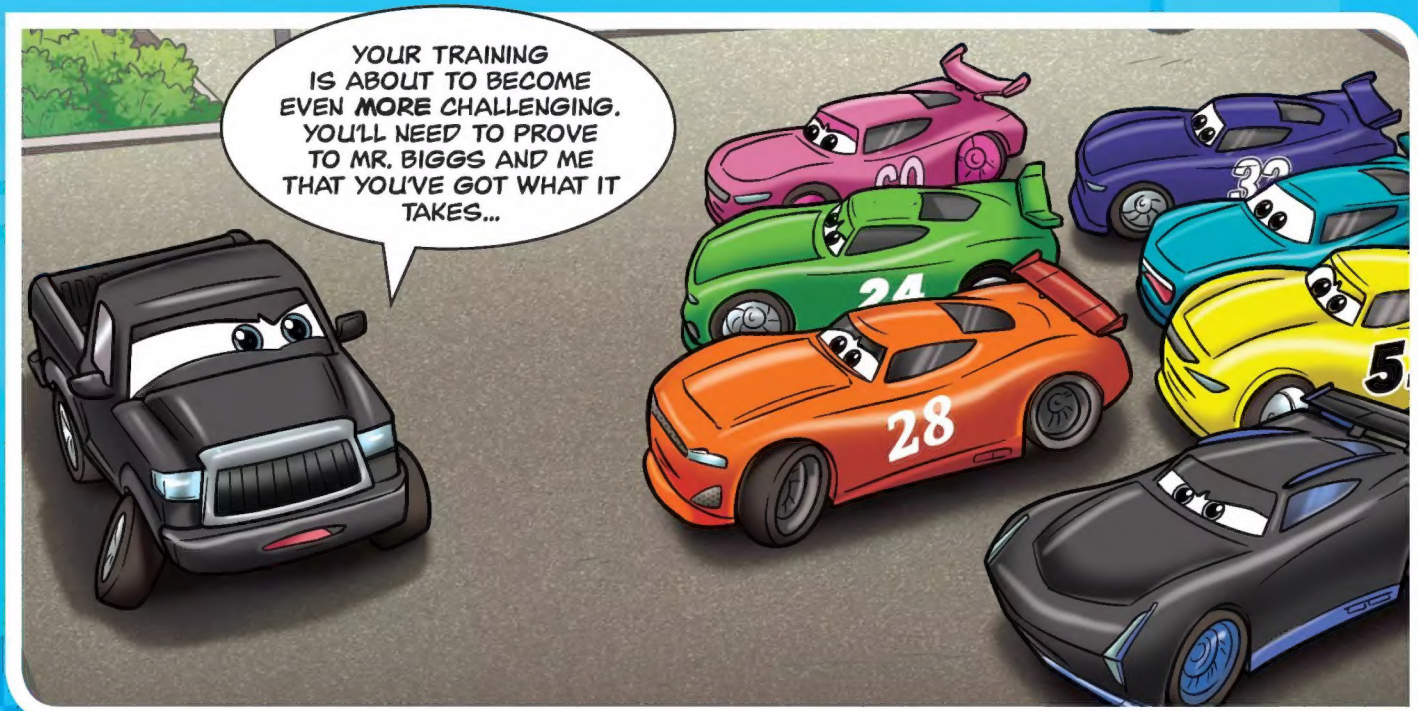
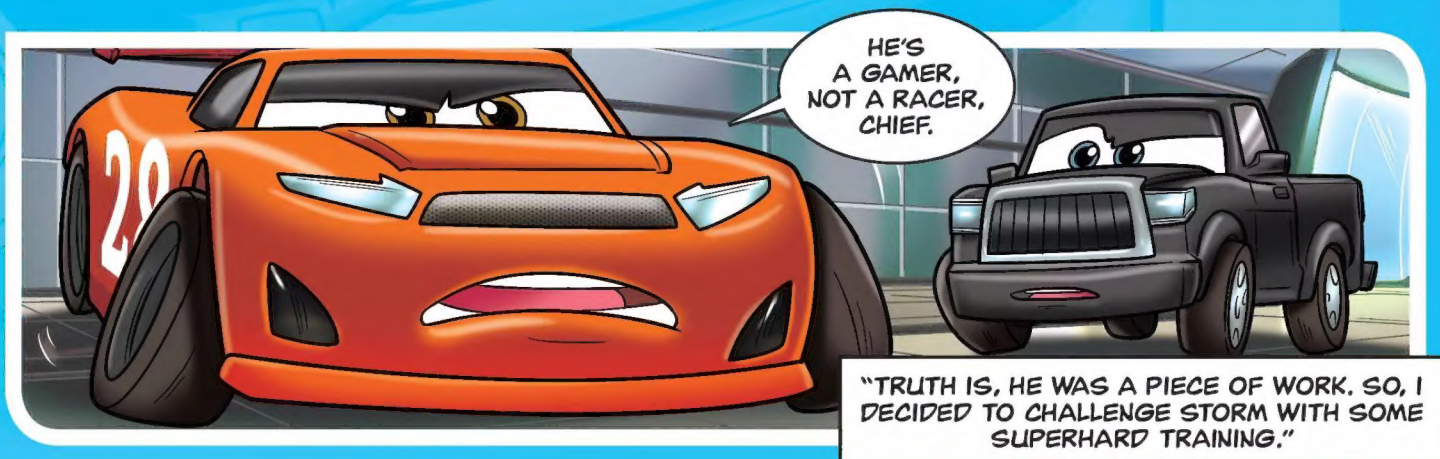












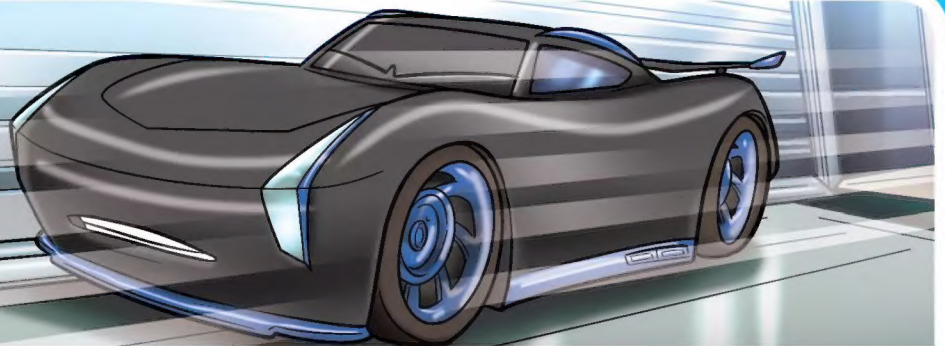


"THE FIRST TEST WAS ON THE TREADMILL. I ASKED STATS, OUR TECHNICIAN, TO REPROGRAM THE WIND TUNNEL..."

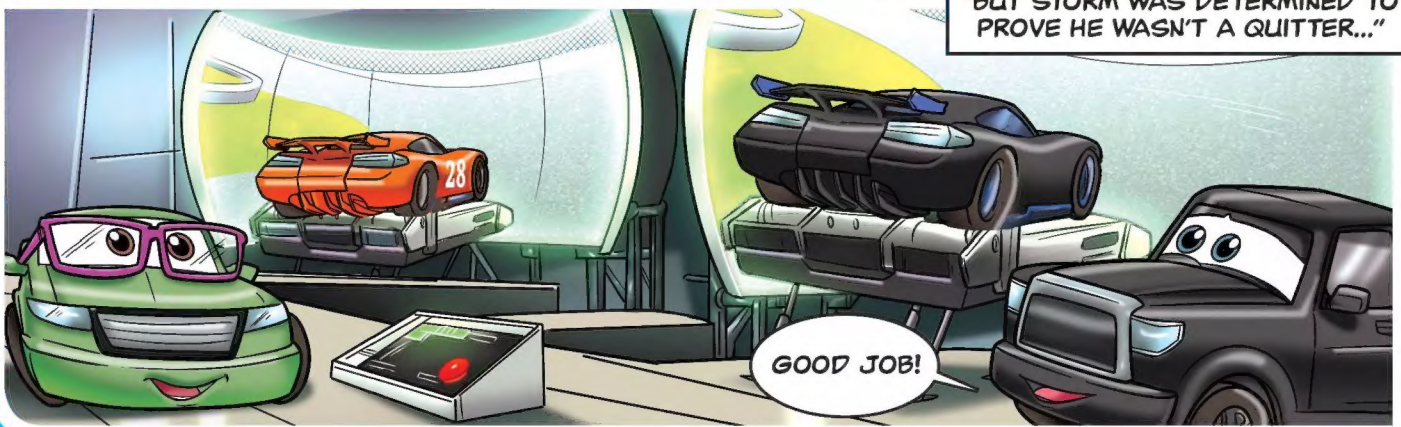


**WHOOSH!**

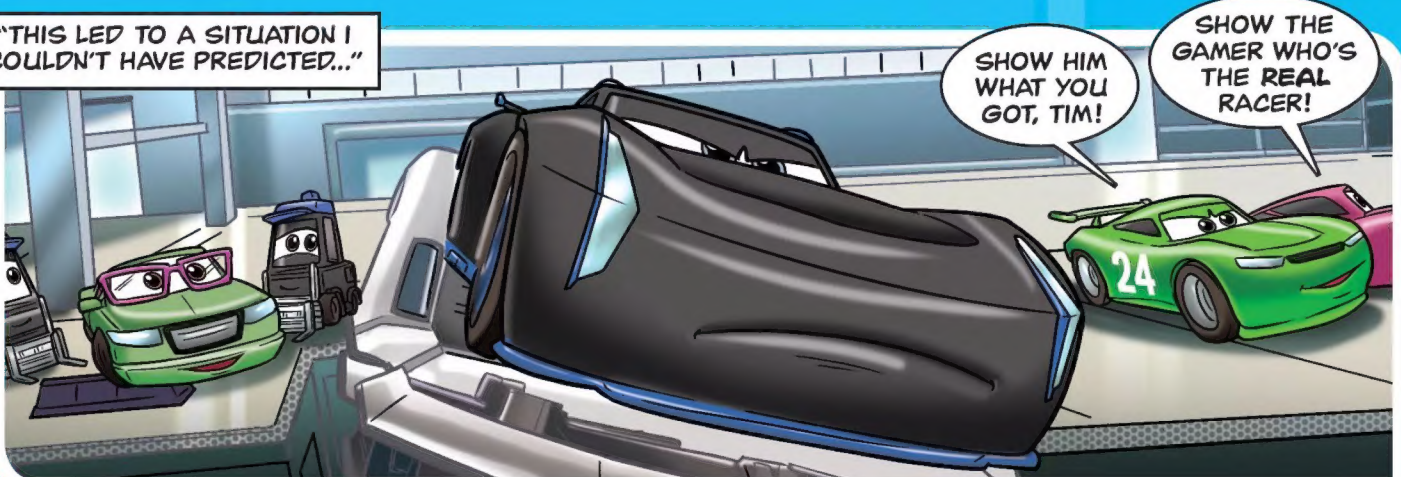
"... ADDING A FAN BLOWING SOME EXHAUST RIGHT INTO THE FACES OF THE RACERS TO MAKE IT HARDER!"



"BUT STORM WAS DETERMINED TO PROVE HE WASN'T A QUITTER..."



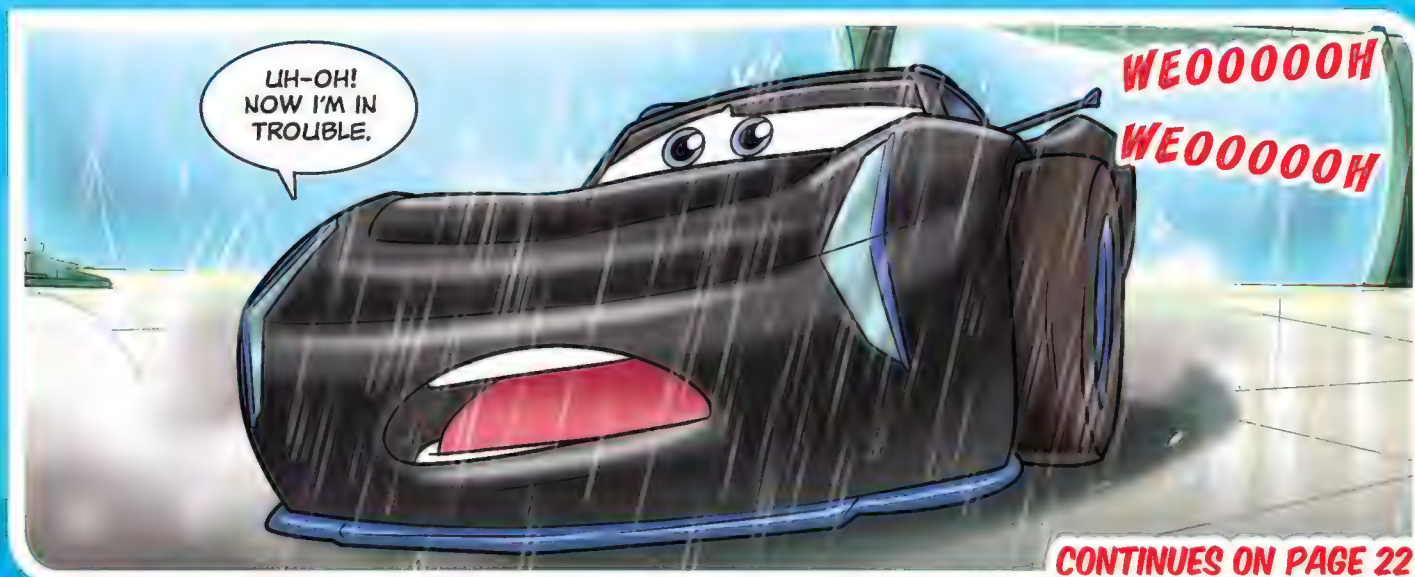
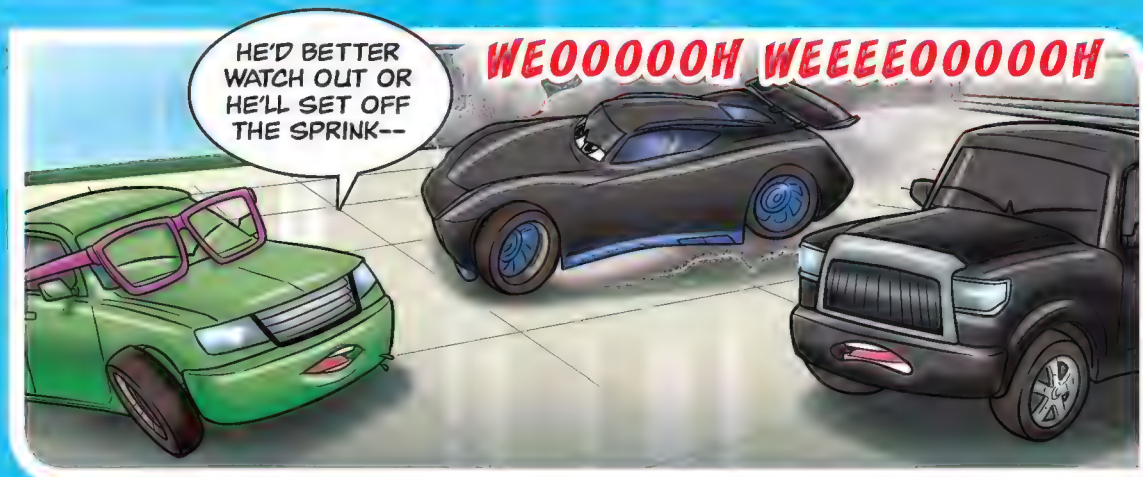
"THIS LED TO A SITUATION I COULDN'T HAVE PREDICTED..."





"ONE DAY, TREADLESS BEAT STORM ON THE SIMULATOR."

**TREADLESS WINS!**



**CONTINUES ON PAGE 22**



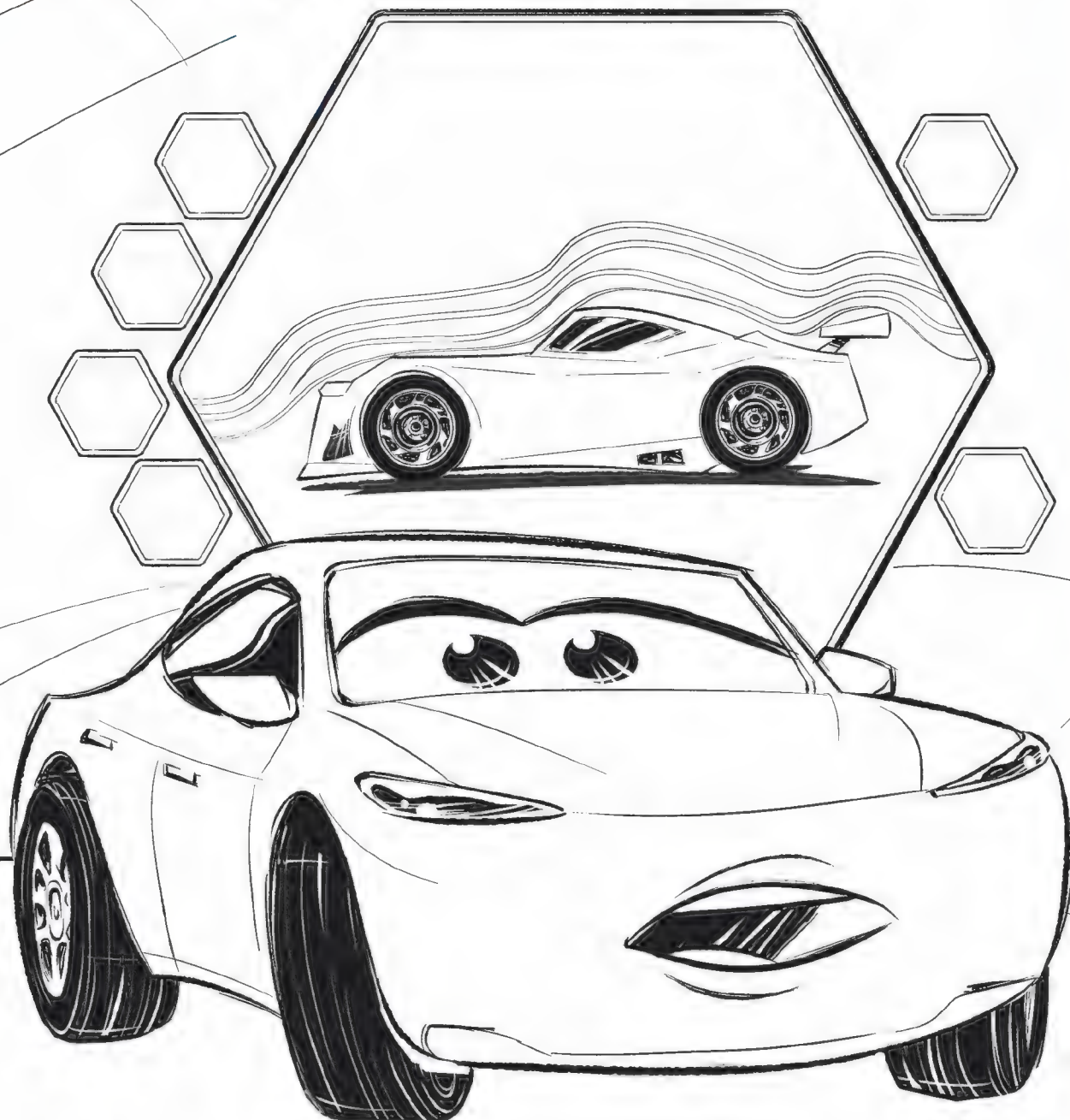


# LOVE FOR RACING

**ALWAYS  
ON THE AIR**

Want news, stats, and curiosities  
about the racers for the Piston Cup?  
Tune in to Natalie Certain!

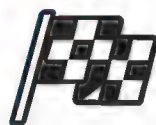
Color this scene any way you like.



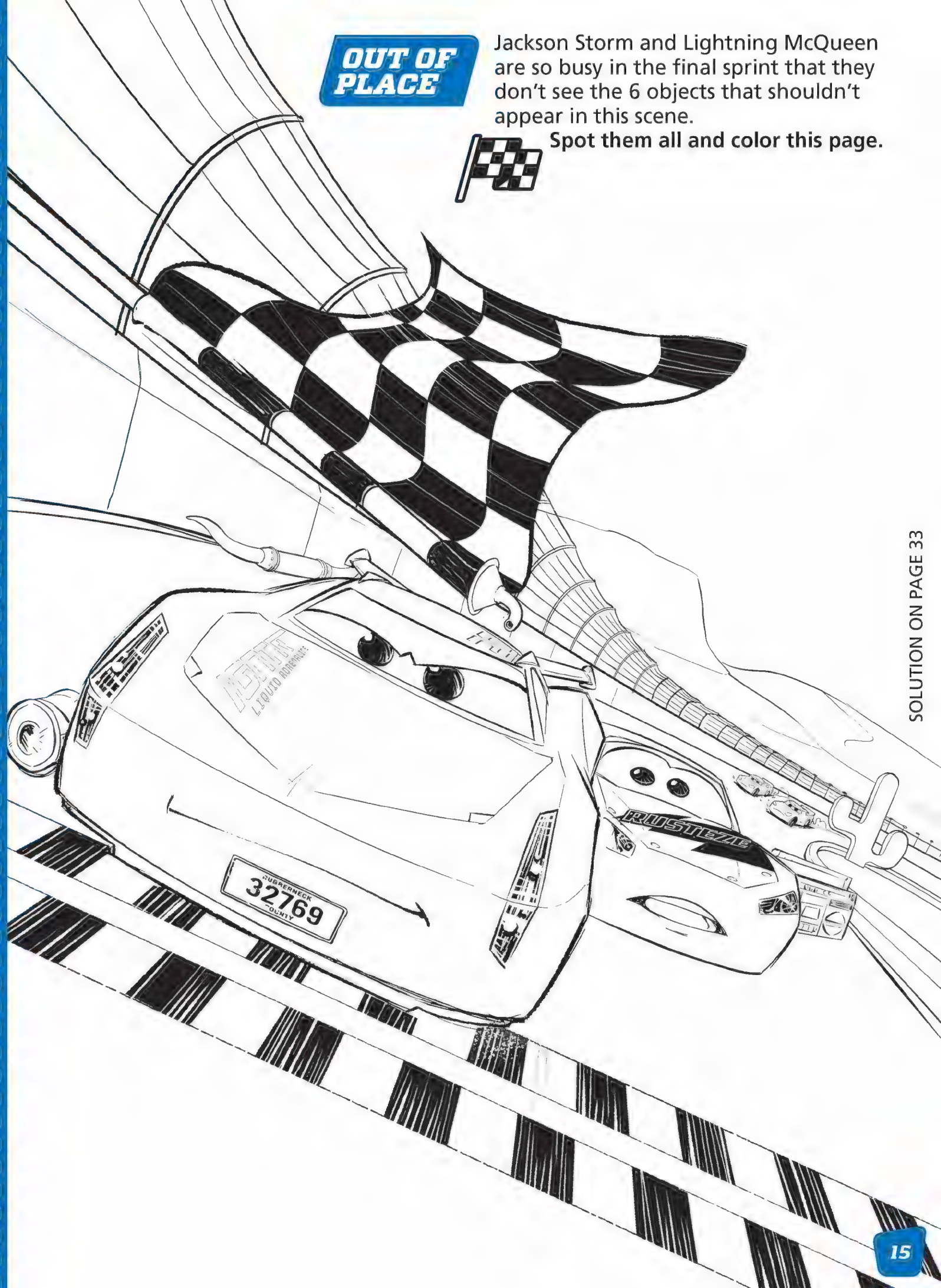


# OUT OF PLACE

Jackson Storm and Lightning McQueen are so busy in the final sprint that they don't see the 6 objects that shouldn't appear in this scene.



Spot them all and color this page.



SOLUTION ON PAGE 33









CHASE RACELOTT



DANNY SWERVEZ



RYAN LANEY

# TOTAL TECH



# NUMBERS AND STATS

## 1 LAP AFTER LAP

Natalie Certain tracked Bubba Wheelhouse's performance over 7 laps.

Use the color key to fill in the blanks. Then calculate the result for each lap.



### COLOR KEY



### LAPS

1 2 3 4 5 6 7

SPEED



ROAD HOLDING



BRAKES



CONCENTRATION



### TOTAL



## 2 FIND THE PERCENTAGE

Percentages are key when you're compiling statistics.



Count the 10 cars below by color, then color the percentages to match.

I'M PURPLE, DON'T COUNT ME!



YELLOW CARS ... OUT OF 10

=30%

BLACK CARS ... OUT OF 10

=10%



BLUE CARS ... OUT OF 10

=20%

GREEN CARS ... OUT OF 10

=40%



# STORM CHASING PART 2

COUGH

COUGH

"STORM REALLY WAS IN TROUBLE! THE SMOKE ACTIVATED ALL THE SPRINKLERS, SO WE HAD TO LEAVE THE BUILDING!"

WHAT A MESS! YOU NEED TO START SHOWING SOME MATURITY!

ARE YOU GOING TO TELL MR. BIGGS?

ARE YOU KIDDING ME? THERE'S NO CHANCE HE DOESN'T ALREADY KNOW.

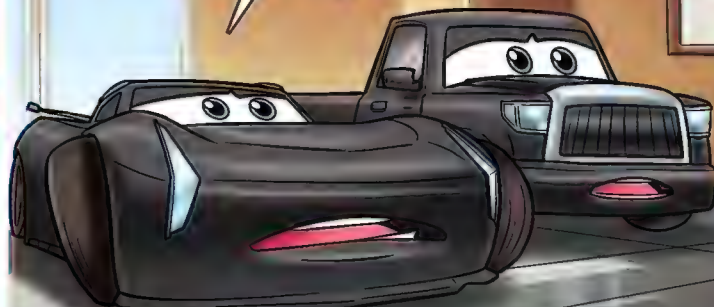


"SO..."

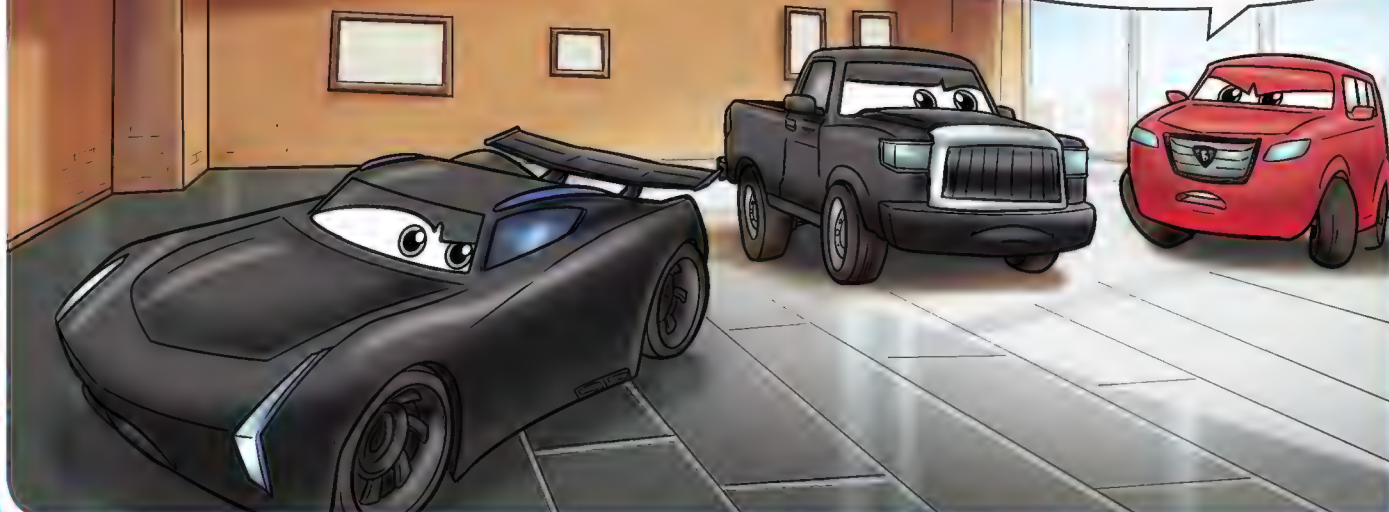
THIS HAS BEEN A  
DIFFICULT DECISION,  
STORM, BUT I'VE  
DECIDED TO DROP YOU  
FROM THE TEAM.



WHAT? WHY?



I GUESS THERE'S A DIFFERENCE  
BETWEEN WINNING AND BEING A  
WINNER. I'M SORRY, BOY.



"I KNEW STORM WAS KINDA ROUGH  
AROUND THE EDGES. AND HE COULD  
BE A PAIN. BUT HE WORKED HARD..."

"...AND COULD BE A  
GREAT RACER. SO..."

IF STORM IS  
FIRED, I QUIT.

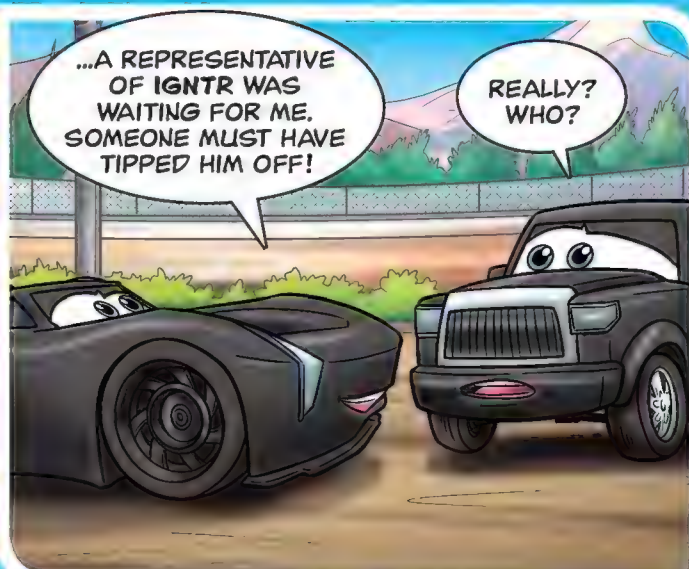




"BUT SOMETIMES CLOUDS DO HAVE A SILVER LINING!"



CHIEF, WE NEED TO TALK. AFTER I LEFT BIGGS'S BUILDING...



...A REPRESENTATIVE OF IGNTR WAS WAITING FOR ME. SOMEONE MUST HAVE TIPPED HIM OFF!

REALLY? WHO?



I DON'T KNOW! BUT IT TURNS OUT IGNTR WANTS ME ON THEIR TEAM.

THAT'S GREAT! IGNTR IS A TOP-NOTCH SPONSOR!



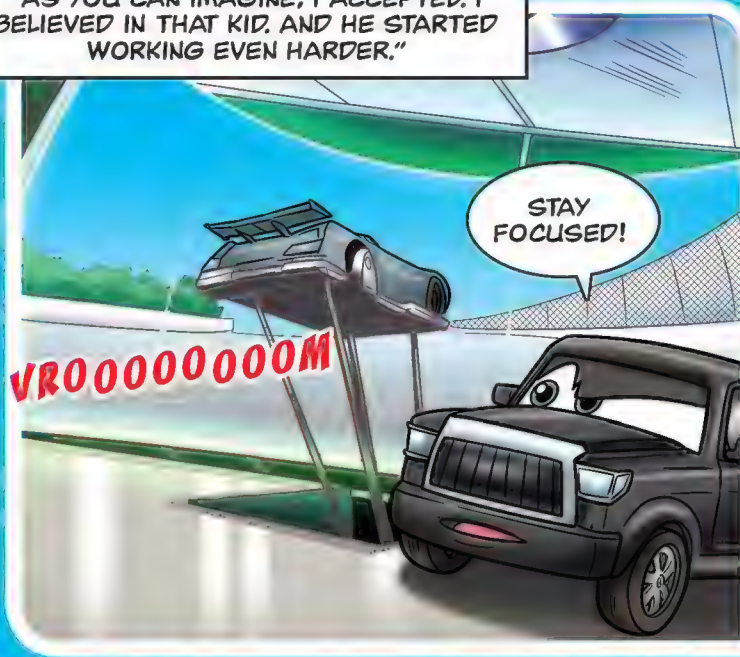
YOU WORKED HARD, YOU DESERVE IT.



BUT I TOLD THEM I'LL ONLY SIGN IF YOU COME ABOARD AS MY CREW CHIEF!



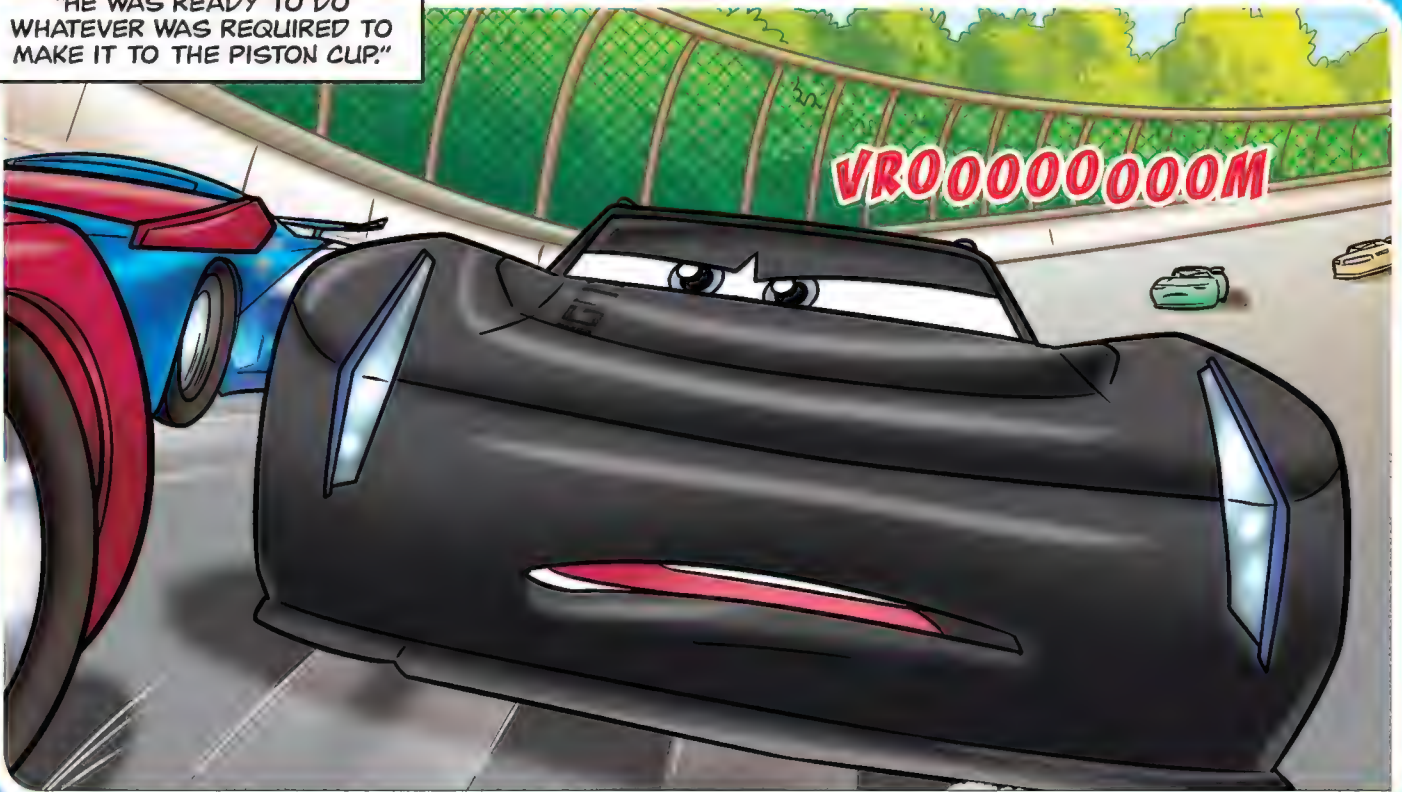
"AS YOU CAN IMAGINE, I ACCEPTED. I BELIEVED IN THAT KID, AND HE STARTED WORKING EVEN HARDER."



"AND HE DID CHANGE AFTER ALL!"



"HE WAS READY TO DO WHATEVER WAS REQUIRED TO MAKE IT TO THE PISTON CUP."



STORM,  
YOU NEED TO STAY  
LOWER TO REDUCE  
AIR FRICTION AND—

—MINIMIZE  
DRAG. GOT  
IT!







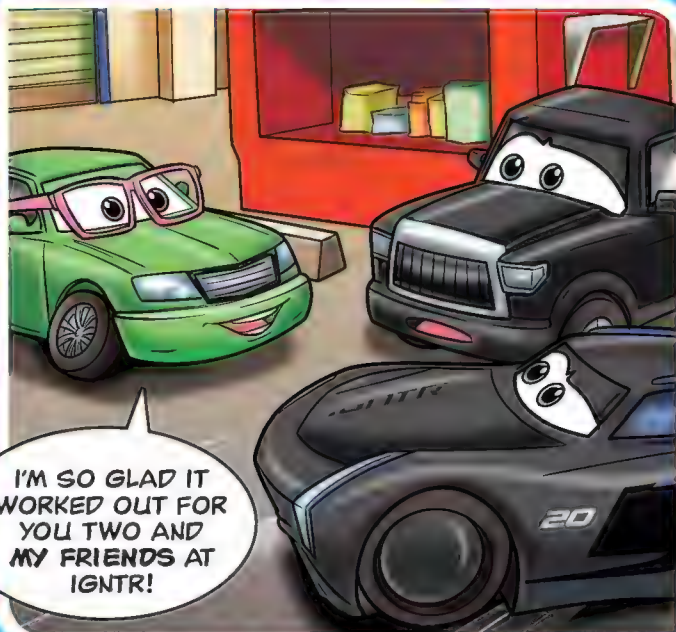
"...HE DID SO WELL THAT HE BECAME A SENSATION!"



FINAL HOUR BEFORE THE PISTON CUP RACE...







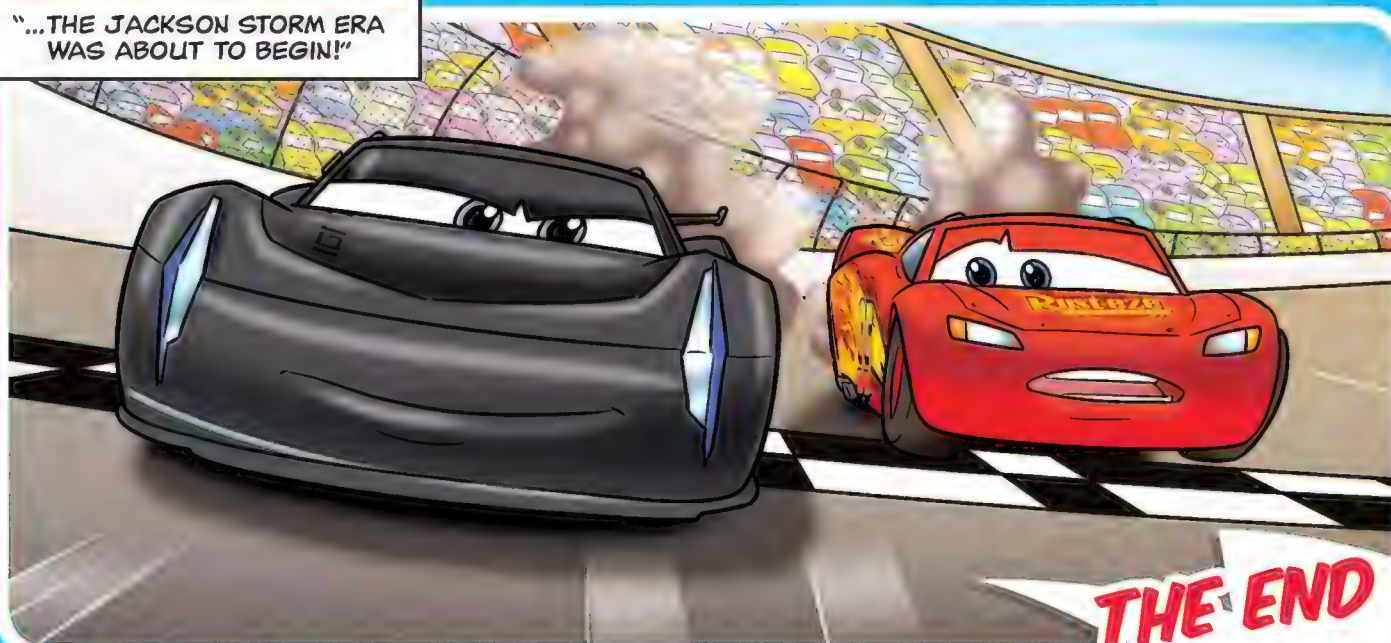
"AND AS THE RACERS LINED UP..."



"...AND WITH THE WAVE OF A CHECKERED FLAG..."



"...THE JACKSON STORM ERA WAS ABOUT TO BEGIN!"





# NEXT GENS VS VETERANS

A next-generation racer isn't necessarily better than a veteran, because anything can happen on the track!



Challenge your pals to races between the old guard and the newcomers!

USE YOUR TOY CARS  
OR FIND TOKENS AND A DIE  
TO CUT OUT ON PAGE 33.

## HOW TO PLAY

A game for 2 players.

**Object:** To cross the finish line first.

**How to Play:** Decide how many laps you want to race, from 1 to 10.

Take turns rolling the die and moving the number of spaces shown. Follow the instructions when you land

on a special space.

If both players land on a PENALTY space during the same turn, their penalties are canceled.

Mark an X on your lap counter for every lap you complete.

**And the winner is . . .** the first player to complete the race.





# FIRE-BREATHING TAILPIPE

YOU'D  
BETTER STEER  
CLEAR—I MIGHT  
SNEEZE!



## YOU'LL NEED:

- ☐ Toilet paper tube
- ☐ Glue stick
- ☐ Safety scissors
- ☐ Red, yellow, and orange tissue paper

**REMEMBER:**  
ASK AN ADULT  
FOR HELP WITH  
SCISSORS



1

Cut out one  
of the four images  
on page 31.

2

Apply glue to the back of  
the picture and wrap it  
around a cardboard tube.

3

Cut out long triangles  
of tissue paper.

4

Glue the base of the  
tissue paper triangles  
to the inside of one  
end of the tube,  
alternating colors.

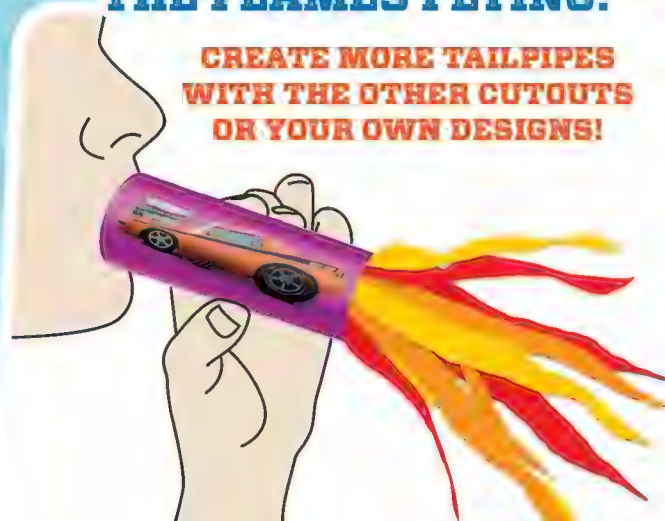
### TIP:

Don't glue triangles in this  
dark area. When you blow,  
hold this part of the paper  
roll downward.

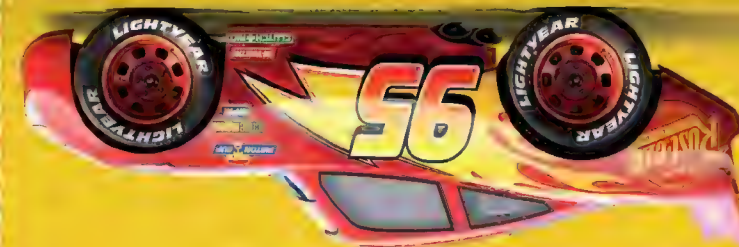
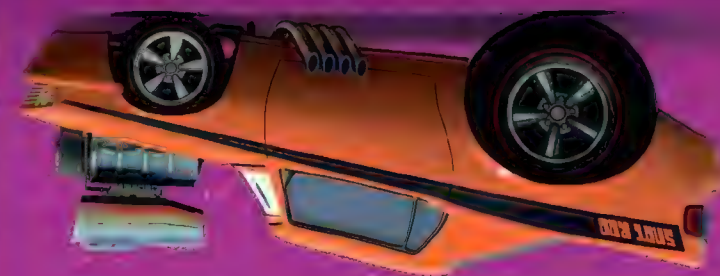


**YOUR TAILPIPE IS READY!**  
**BLOW INTO IT AND SEND**  
**THE FLAMES FLYING!**

CREATE MORE TAILPIPES  
WITH THE OTHER CUTOUTS  
OR YOUR OWN DESIGNS!



Before you cut out this page, play the game on page 32!





# IN THE WORKSHOP

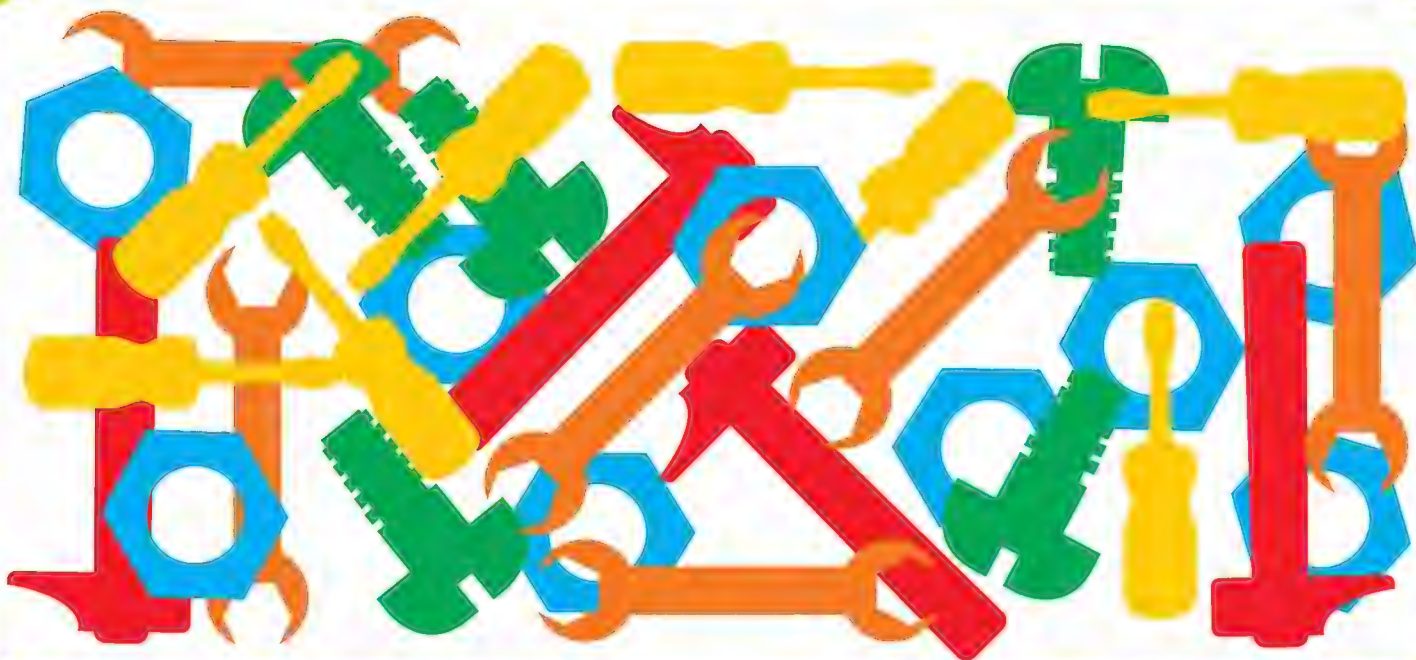
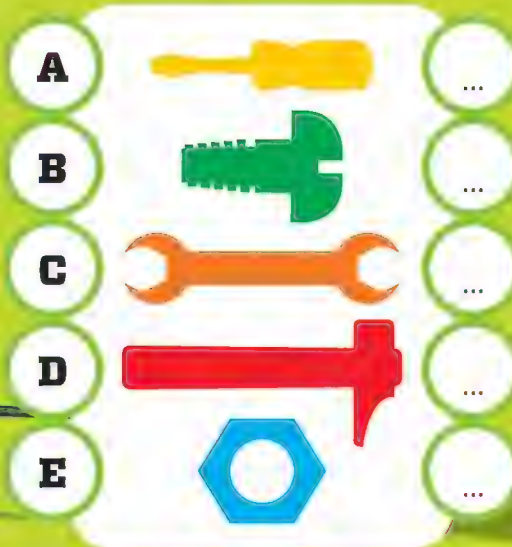
1

## TOOLS OF THE TRADE

It's a good idea to do an inventory of the tools in the workshop every once in a while.



Help Guido and Luigi count the number of times each one of these 5 tools appears in the pile below!



SOLUTION ON PAGE 33



# GAME SOLUTIONS

## PAGE 5

LIQUID ADRENALINE



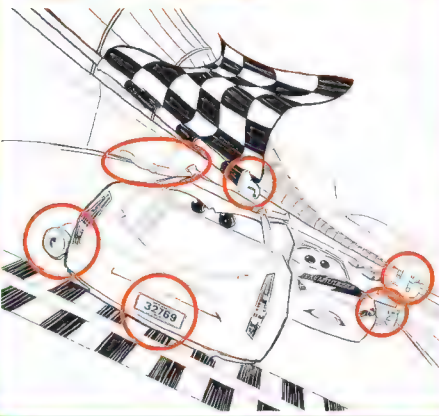
## PAGE 6

1 LOOKIN' SLEEK

2-5-6-8-11-14

## PAGE 15

OUT OF PLACE



## PAGES 16-17

1 SIMILAR BUT DIFFERENT

RYAN LANEY  
A - F - I - K - M - P  
DANNY SWERVEZ  
B - D - Q  
BUBBA WHEELHOUSE  
E - G - L - O  
CHASE RACELOTT  
C - H - J - N - R

2 WHAT IS IT?

1 = SPOILER  
2 = ROOF  
3 = HOOD  
4 = GRILLE  
5 = WHEEL RIM  
6 = LIGHT  
7 = SPLITTER

## PAGES 20-21

1 LAP AFTER LAP

LAP 1 = 10  
LAP 2 = 9  
LAP 3 = 13  
LAP 4 = 9  
LAP 5 = 11  
LAP 6 = 7  
LAP 7 = 8

2 FIND THE PERCENTAGE

YELLOW CARS = 3  
BLACK CARS = 1  
BLUE CARS = 2  
GREEN CARS = 4

## PAGE 32

1 TOOLS OF THE TRADE

A=8 B=5 C=6 D=4 E=9



LET'S PLAY!



Cut out the tokens and die to play the game on pages 28-29.



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**IN THE  
NEXT  
ISSUE**

# WELCOME BACK TO **RADIATOR SPRINGS**



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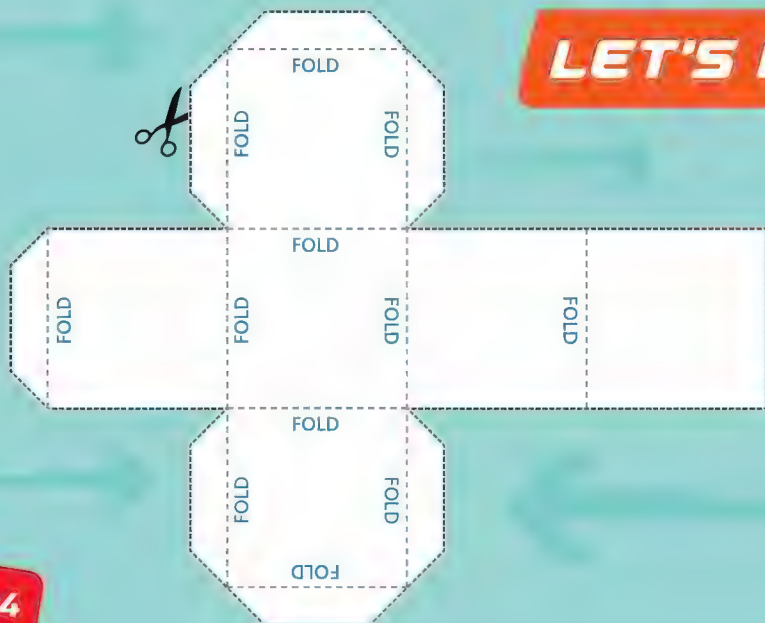
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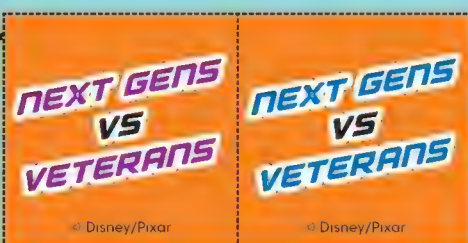
The Walt Disney Company Limited

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London, W6 9PE


**LET'S PLAY!**



Cut out the tokens  
and die to play the  
game on pages 28–29.







**OIL**

**CRUZ - A**

	1	2	3	4
A	X		X	
B		X	X	



**GAS**

**CRUZ - B**

	1	2	3	4
A			X	X
B		X		X



**OIL**

**STORM - A**

	1	2	3	4
A	X	X		
B		X	X	



**GAS**

**STORM - B**

	1	2	3	4
A	X		X	X
B	X			

**MATCH UP**


A game for 2, 3, or 4 players.

**Object:**  
To match pairs of character cards.

**How to play:**  
Shuffle the cards and place them facedown.

The youngest player goes first. Take turns turning over 2 cards at a time. If the characters match, the player keeps the cards and takes another turn. If the cards do not match, put them back where they were, and it's the next player's turn. Play until all the cards have been picked up.


**And the winner is . . .**  
the player with the most cards at the end of the game.



**OIL**

**RYAN LANEY - A**

	1	2	3	4
A		X		X
B	X	X		



**GAS**

**RYAN LANEY - B**

	1	2	3	4
A	X		X	
B	X		X	



**OIL**

**STERLING - A**

	1	2	3	4
A			X	X
B	X	X		

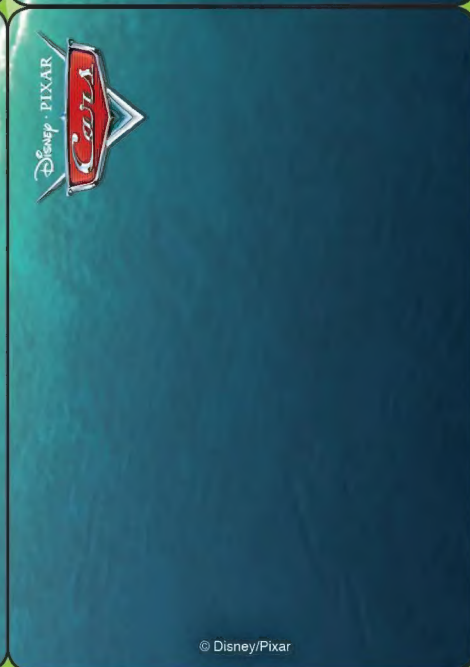
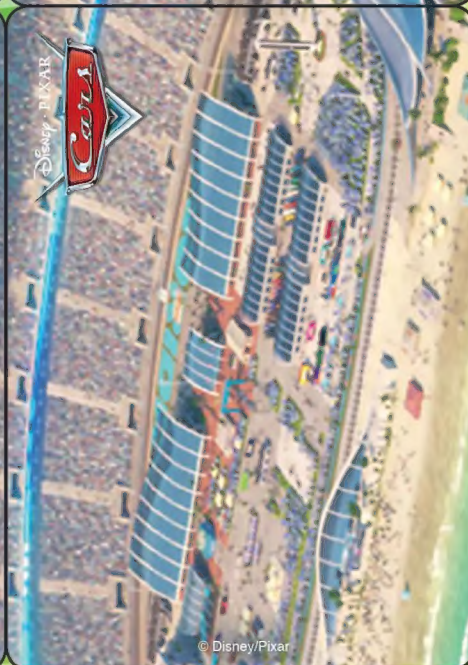


**GAS**

**STERLING - B**

	1	2	3	4
A			X	
B	X	X	X	











# GREEN GIANT



*LIKE IT?  
BUY IT!*

